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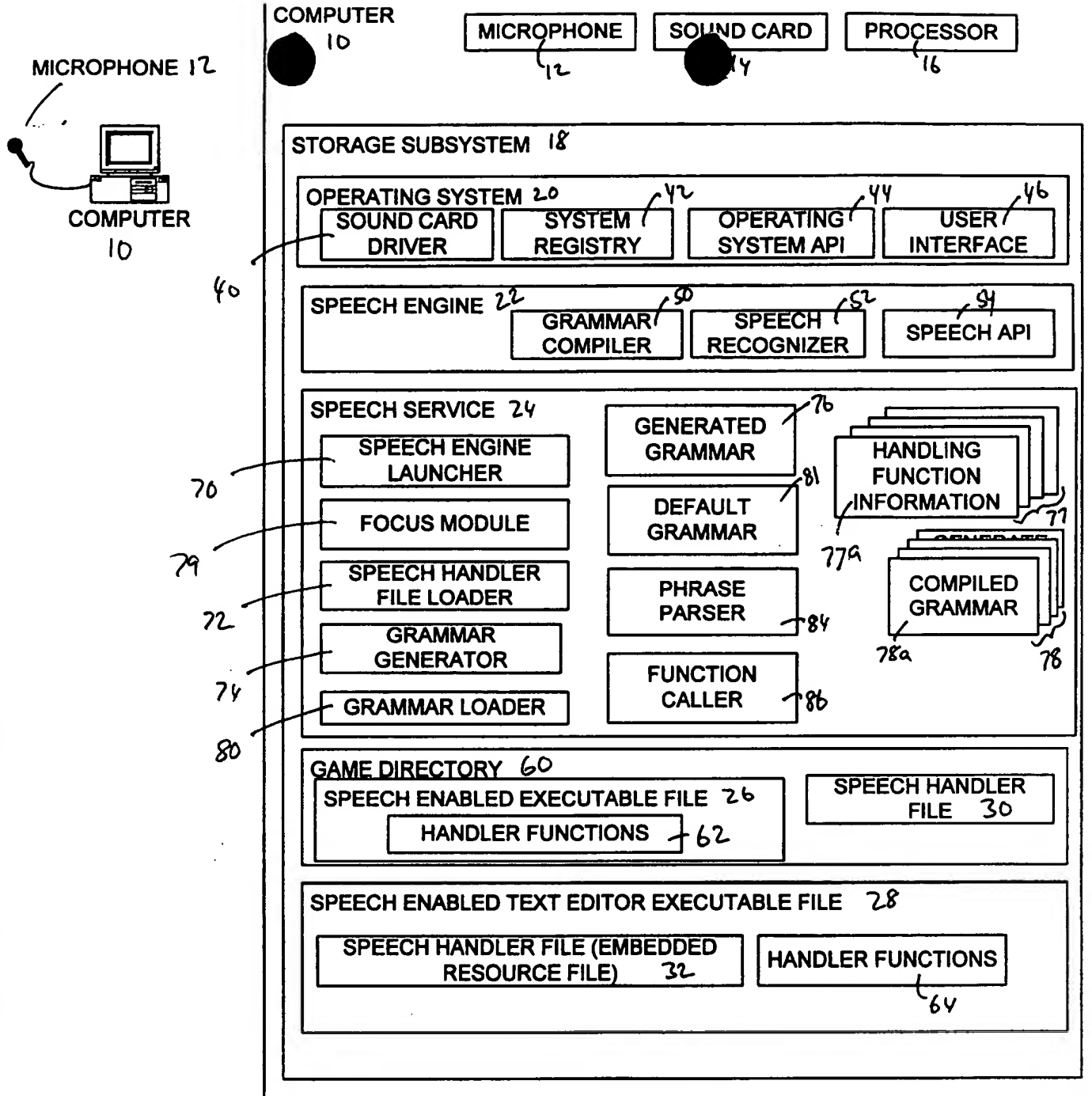


FIG. 1

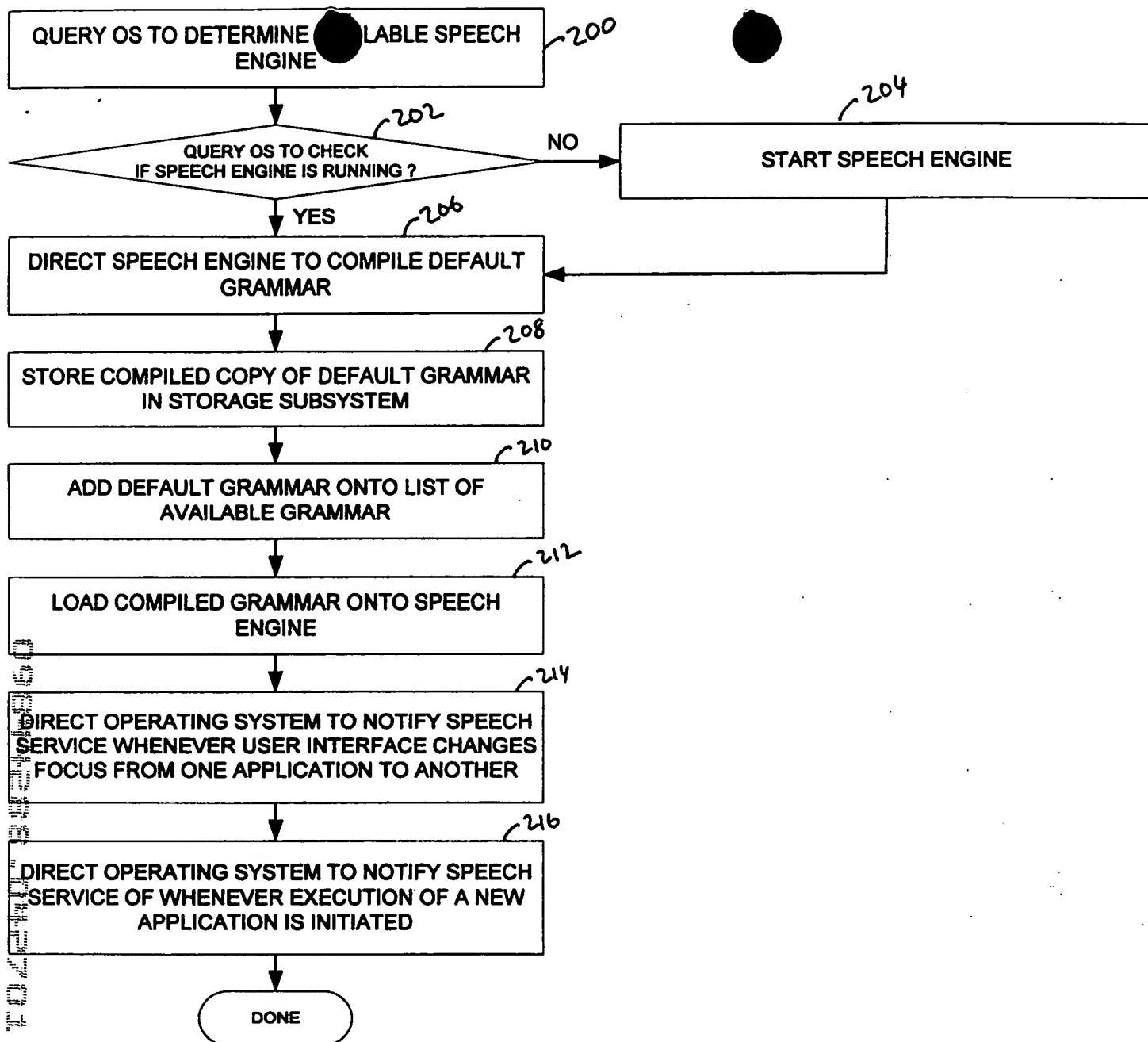


FIG. 2

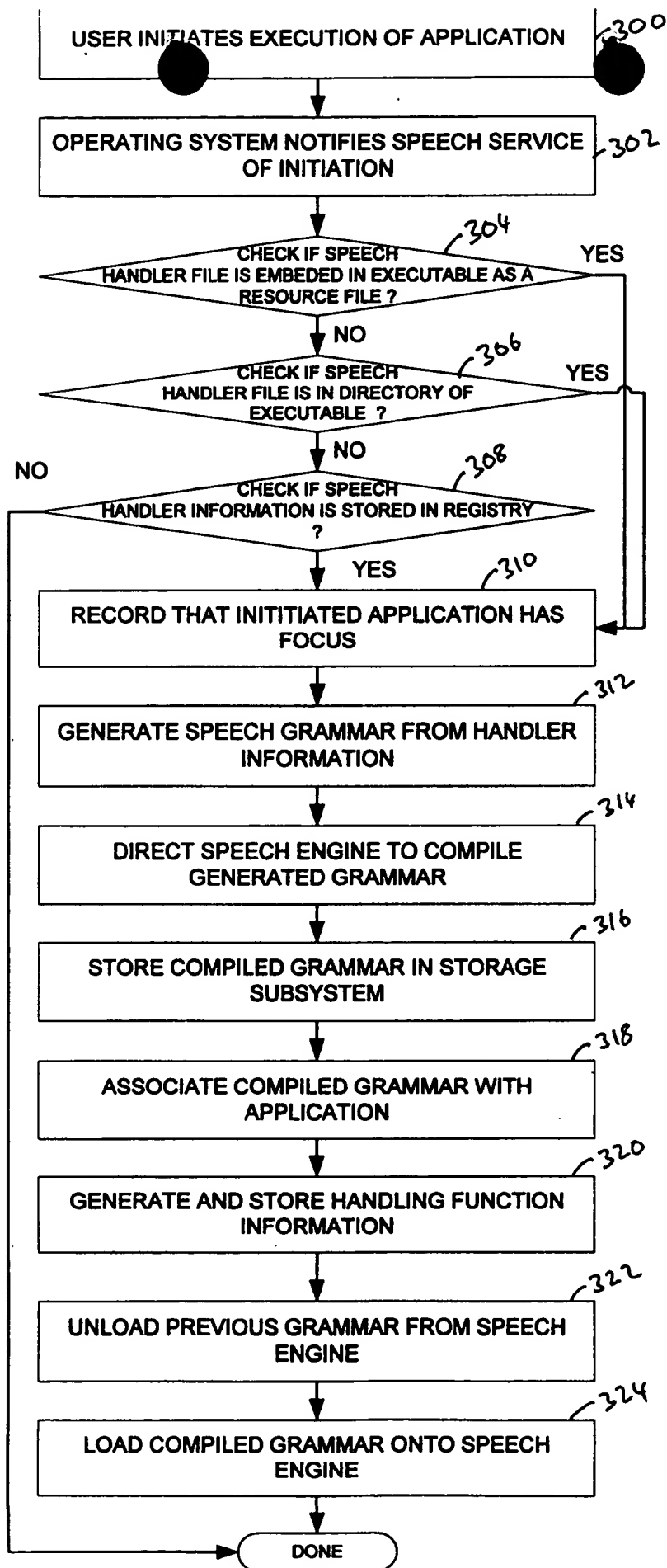


FIG. 3

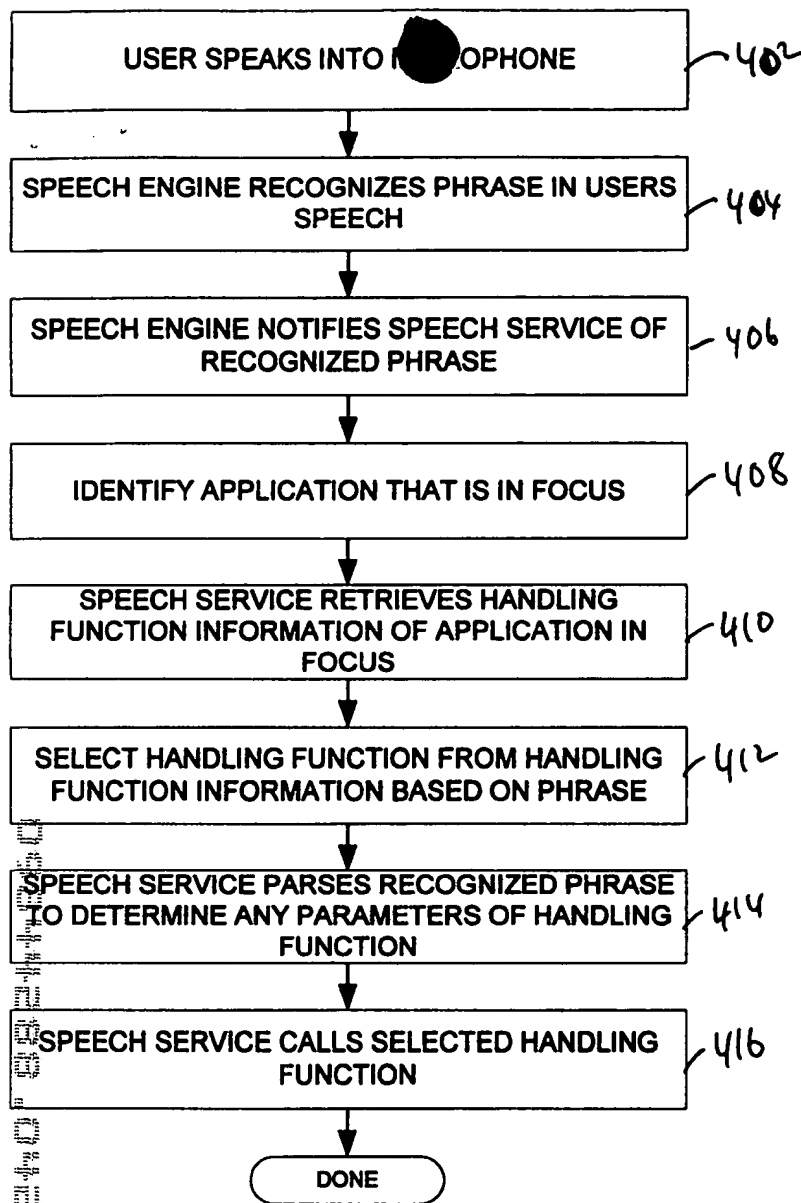


FIG. 4

| Handling function                                     | Phrase                                         |
|-------------------------------------------------------|------------------------------------------------|
| int jump(void) <sup>93a</sup>                         | jump <sup>92a</sup>                            |
| int sendmail(char *recipient) <sup>93b</sup>          | Sendmail to * "recipient" <sup>92b</sup>       |
| int kick(char *person, char *bodypart) <sup>93c</sup> | Kick * "person" in * "bodypart" <sup>92c</sup> |

94      96

92

↖ 90

FIG. 5

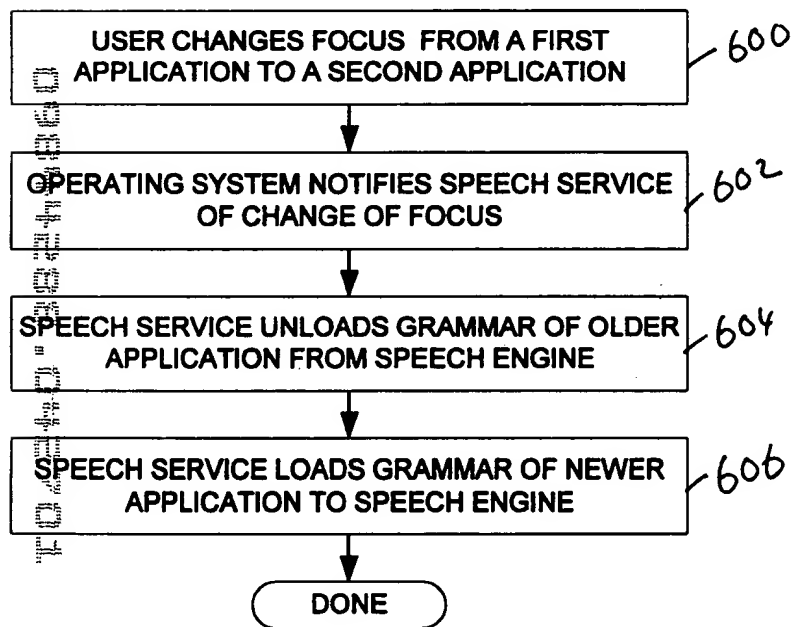


FIG. 6